Systems of Power + Oppression embedded in gaming culture

Culture

Gaming

Integrate tech + game making/design but don't gamify ed + ruin the fun

Look to digital games for effective use of tech inc.

Play +

Education

Game design + making in school

= Students:
  - develop digital literacy skills + competencies
  - game as (sequence of)
  - more interested in STEM
  - feel like their home/real life + school are valued

- reduce digital divide
- close gender gap in computer + tech industries
- education is relevant + meaningful + not top-down
- fun + engaging

Could this be the literacies required for the 21st century that we're having a hard time defining?

Games as Text

- new text form
- for analysis of text + lit. practices
- as transformational play

Gender

Class

Attitude

Access + digital divide